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<u>L7</u>	(replicat\$ same nam\$ same service\$ same (updat\$ or modif\$))	53	<u>L7</u>
<u>L6</u>	(replicat\$ same nam\$ same service\$).clm.	4	<u>L6</u>
<u>L5</u>	L4	9	<u>L5</u>
<u>L4</u>	(replicat\$ same nam\$ same service\$).ab.	9	<u>L4</u>
<u>L3</u>	(replicat\$ same nam\$ same service\$).ti.	0	<u>L3</u>
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☐ 1. Document ID: US 6594702 B1

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File: USPT

Jul 15, 2003

US-PAT-NO: 6594702

DOCUMENT-IDENTIFIER: US 6594702 B1

TITLE: Managing the size and accessibility of a name service

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMOC	Draw. De
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☐ 2. Document ID: US 6324580 B1

L11: Entry 2 of 3

File: USPT

Nov 27, 2001

US-PAT-NO: 6324580

DOCUMENT-IDENTIFIER: US 6324580 B1

TITLE: Load balancing for replicated services

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMOC	Draw. De
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☐ 3. Document ID: US 5968121 A

L11: Entry 3 of 3

File: USPT

Oct 19, 1999

US-PAT-NO: 5968121

DOCUMENT-IDENTIFIER: US 5968121 A

TITLE: Method and apparatus for representing and applying network topological data

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMOC	Draw. De
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<u>L7</u>	(replicat\$ same nam\$ same service\$ same (updat\$ or modif\$))	53	<u>L7</u>
<u>L6</u>	(replicat\$ same nam\$ same service\$).clm.	4	<u>L6</u>
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<u>L3</u>	(replicat\$ same nam\$ same service\$).ti.	0	<u>L3</u>
<u>L2</u>	replicat\$ same nam\$ same service\$	210	<u>L2</u>
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1 [Application-layer anycasting: a server selection architecture and use in a replicated Web service](#)

Ellen W. Zegura, Mostafa H. Ammar, Zongming Fei, Samrat Bhattacharjee

August 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 4

Full text available: [pdf\(207.85 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: anycasting, replication, server selection

2 [The design and implementation of a next generation name service for the internet](#)

Venugopalan Ramasubramanian, Emin Gün Sirer

August 2004 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2004 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 34 Issue 4

Full text available: [pdf\(472.93 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Name services are critical for mapping logical resource names to physical resources in large-scale distributed systems. The Domain Name System (DNS) used on the Internet, however, is slow, vulnerable to denial of service attacks, and does not support fast updates. These problems stem fundamentally from the structure of the legacy DNS. This paper describes the design and implementation of the Cooperative Domain Name System (CoDoNS), a novel name service, which provides high lookup performance thro ...

Keywords: DNS, peer to peer, proactive caching

3 [Replication for web hosting systems](#)

Swaminathan Sivasubramanian, Michal Szymaniak, Guillaume Pierre, Maarten van Steen

September 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 3

Full text available: [pdf\(374.99 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Replication is a well-known technique to improve the accessibility of Web sites. It generally offers reduced client latencies and increases a site's availability. However, applying replication techniques is not trivial, and various Content Delivery Networks (CDNs) have been created to facilitate replication for digital content providers. The success of these CDNs has triggered


further research efforts into developing advanced <i>Web replica hosting systems</i>. These are systems that ...

Keywords: Web replication, content delivery networks

4 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz

December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Full text available:  [pdf\(5.33 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share data and storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system of each of the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and decentralization of both data and con ...

5 Lazy replication: exploiting the semantics of distributed services

Rivka Ladin, Barbara Liskov, Liuba Shrira

August 1990 **Proceedings of the ninth annual ACM symposium on Principles of distributed computing**


Full text available:  [pdf\(2.01 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 Distributed environment: Name space models for locating services

Nigel Hinds, C. V. Ravishankar

October 1991 **Proceedings of the 1991 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(1.22 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Much of recent work on computer systems has focused on providing transparent resource-sharing in a distributed computing environment. Many of these systems use the server-client model to provide access to data and services. As more distributed services are offered and the demand for sharing increases in these environments, efficient management and accessing schemes become crucial. Locating *services makes name service* a critical part of access management. This report describes some of the w ...

8 XML query processing I: Dynamic XML documents with distribution and replication

Serge Abiteboul, Angela Bonifati, Grégory Cobéna, Ioana Manolescu, Tova Milo

June 2003 **Proceedings of the 2003 ACM SIGMOD international conference on**

Management f data

Full text available:  pdf(209.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The advent of XML as a universal exchange format, and of Web services as a basis for distributed computing, has fostered the apparition of a new class of documents: *dynamic XML documents*. These are XML documents where some data is given explicitly while other parts are given only intensionally by means of embedded calls to web services that can be called to generate the required information. By the sole presence of Web services, dynamic documents already include inherently some form of di ...

9 Designing a global name service

Butler W Lampson


November 1986 **Proceedings of the fifth annual ACM symposium on Principles of distributed computing**

Full text available:  pdf(760.57 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Decentralizing a global naming service for improved performance and fault tolerance

D. R. Cheriton, T. P. Mann

May 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 2

Full text available:  pdf(3.19 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Naming is an important aspect of distributed system design. A naming system allows users and programs to assign character-string names to objects, and subsequently use the names to refer to those objects. With the interconnection of clusters of computers by wide-area networks and internetworks, the domain over which naming systems must function is growing to encompass the entire world. In this paper we address the problem of a global naming system, proposing a three-level naming ...

11 Design and evaluation of a conit-based continuous consistency model for replicated services

Haifeng Yu, Amin Vahdat

August 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 3

Full text available:  pdf(406.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The tradeoffs between consistency, performance, and availability are well understood. Traditionally, however, designers of replicated systems have been forced to choose from either strong consistency guarantees or none at all. This paper explores the semantic space between traditional strong and optimistic consistency models for replicated services. We argue that an important class of applications can tolerate relaxed consistency, but benefit from bounding the maximum rate of inconsistent access ...

Keywords: Conit, consistency model, continuous consistency, network services, relaxed consistency, replication

12 File servers for network-based distributed systems

Liba Svobodova

December 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 4

Full text available:  pdf(4.23 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

13 The LOCUS distributed operating system

Bruce Walker, Gerald Popek, Robert English, Charles Kline, Greg Thiel

October 1983 **ACM SIGOPS Operating Systems Review , Proceedings of the ninth ACM symposium on Operating systems principles**, Volume 17 Issue 5

Full text available: [pdf\(1.89 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

LOCUS is a distributed operating system which supports transparent access to data through a network wide filesystem, permits automatic replication of storage, supports transparent distributed process execution, supplies a number of high reliability functions such as nested transactions, and is upward compatible with Unix. Partitioned operation of subnet's and their dynamic merge is also supported. The system has been operational for about two years at UCLA a ...

14 Manageability, availability, and performance in porcupine: a highly scalable, cluster-based mail service

Yasushi Saito, Brian N. Bershad, Henry M. Levy

August 2000 **ACM Transactions on Computer Systems (TOCS)**, Volume 18 Issue 3

Full text available: [pdf\(2.52 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the motivation, design and performance of Porcupine, a scalable mail server. The goal of Porcupine is to provide a highly available and scalable electronic mail service using a large cluster of commodity PCs. We designed Porcupine to be easy to manage by emphasizing dynamic load balancing, automatic configuration, and graceful degradation in the presence of failures. Key to the system's manageability, availability, and performance is that sessions, data, and underlying ...

Keywords: cluster, distributed systems, email, group membership protocol, load balancing, replication

15 UIO: a uniform I/O system interface for distributed systems

David R. Cheriton

January 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 1

Full text available: [pdf\(3.20 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A uniform I/O interface allows programs to be written relatively independently of specific I/O services and yet work with a wide variety of the I/O services available in a distributed environment. Ideally, the interface provides this uniform access without excessive complexity in the interface or loss of performance. However, a uniform interface does not arise from careful design of individual system interfaces alone; it requires explicit definition. In this paper, the UIO (unifo ...

16 Consistency and replication: Application specific data replication for edge services

Lei Gao, Mike Dahlin, Amol Nayate, Jiandan Zheng, Arun Iyengar

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available: [pdf\(476.22 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The emerging edge services architecture promises to improve the availability and performance of web services by replicating servers at geographically distributed sites. A key challenge in such systems is data replication and consistency so that edge server code can manipulate shared data without incurring the availability and performance penalties that would be incurred by accessing a traditional centralized database. This paper explores using a distributed object architecture to build an edge s ...

Keywords: availability, data replication, distributed objects, edge services, performance, wide area networks (WAN)

17 Lazy replication: exploiting the semantics of distributed services

Rivka Ladin, Barbara Liskov, Liuba Shrira

September 1990 **Proceedings of the 4th workshop on ACM SIGOPS European workshop**

Full text available:  pdf(431.02 KB) Additional Information: [full citation](#), [references](#)

18 Mobility: Flexible on-device service object replication with replets

Dong Zhou, Nayeem Islam, Ali Ismael

May 2004 **Proceedings of the 13th international conference on World Wide Web**

Full text available:  pdf(414.11 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An increasingly large amount of such applications employ service objects such as Servlets to generate dynamic and personalized content. Existing caching infrastructures are not well suited for caching such content in mobile environments because of disconnection and weak connection. One possible approach to this problem is to replicate Web-related application logic to client devices. The challenges to this approach are to deal with client devices that exhibit huge divergence in resource availability ...

Keywords: capability, preference, reconfiguration, replication, service, synchronization

19 A formal model for reasoning about adaptive QoS-enabled middleware

Nalini Venkatasubramanian, Carolyn Talcott, Gul A. Agha

January 2004 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 13 Issue 1

Full text available:  pdf(1.42 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Systems that provide distributed multimedia services are subject to constant evolution; customizable middleware is required to effectively manage this change. Middleware services for resource management execute concurrently with each other, and with application activities, and can, therefore, potentially interfere with each other. To ensure cost-effective QoS in distributed multimedia systems, safe composability of resource management services is essential. In this article, we present a meta-arc ...

Keywords: Middleware services, actors, meta-object models, multimedia, quality-of-service, reflection, theoretical foundations

20 The Roma personal metadata service

Edward Swierk, Emre Kiciman, Nathan C. Williams, Takashi Fukushima, Hideki Yoshida, Vince Laviano, Mary Baker

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Full text available:  pdf(221.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

People now have available to them a diversity of digital storage facilities, including laptops, cell phone address books, handheld devices, desktop computers and web-based storage services. Unfortunately, as the number of personal data repositories increases, so does the management problem of ensuring that the most up-to-date version of any document in a user's personal file space is available to him on the storage facility he is currently using. We introduce the Roma personal metadata service to ...

Keywords: data synchronization, distributed data storage, distributed databases, metadata, mobile computing, personal systems

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